

Rules, Sololeague.com edition

Introduction

The aim of this website is to organize solo-playing competitions that can be played by more than one person. The basic idea is to have every game in a given competition played by two persons, each playing one half on his/her own. By adding the results from both halves, you have the result for the full game.

The advantages of assigning a single game to two solo players are twofold. First, it takes half the time to complete a game and, second, the outcome of a game is not reduced to a single individual who could slightly advantage one team.

Fundamentals of Subbuteo solo playing

- Start with an existing sensible set of rules like the FISTF rules or the Advanced rules (see download section to obtain official versions).
- Modify the blocking rule so that attacks are not shut down immediately.
- Work something out regarding goal keeping and home advantage (if needed).
- Experiment with game duration so that the number of goals scored per half-game is about 1.5 on average. Half-game duration is left to the individual although 12 mns is a good starting point.

Subbuteo solo league official rules

Platini variant:

- An attacking figurine is allowed to be flicked at the ball a maximum of three times in succession (usual rule).
- Blocking during regular open play is allowed after every other attacking flick.

Zico variant:

- An attacking figurine is allowed to be flicked at the ball an unlimited number of times in succession (unusual rule).
- Blocking during regular open play is allowed after every other attacking flick.

Maradona variant:

- An attacking figurine is allowed to be flicked at the ball a maximum of three times in succession (usual rule).
- Blocking during regular open play is not allowed.

Common to all variants:

- Blocking after a positional flick by the attacker is always allowed: throw-in, corner, free-kick and onside (tick) flick.
- Blocking if due is always allowed. See the rule set manual you are using to see in which cases a defensive flick is due.
- The solo league recommends the use of these rules but it is not required to follow them. If you have your own and they satisfy the fundamentals of solo playing, then it is quite alright.

Goal keeping

- The solo league recommends the use of a battery standing upright (C or D type). Any other type of obstacle will do as long as goal scoring average per half-game is within reason (see fundamentals).
- By default, the keeper is to be positioned fully within the goal area and touching the six-yard line in alignment with the penalty spot (this is referred to as the "default" position). When a shot is about to be taken, the keeper is to be placed fully within the goal area such that it best protects the goal. If the ball is to be hit while moving, the keeper should be left in its "default" position.
- Any ball that stops in the goal area or is touching the goal area lines is keeper's ball.

Sololeague approved goalkeepers: "C" size battery and plugin keeper on regular base on coin. Lego blocks are ok too.

Home advantage

- The home team is allowed one clearance flick per half-game. When the away team is about to shoot, the home team can clear the ball from the danger zone (their call as to when) using a clearance flick.
- When the clearance flick is invoked, the home team is allowed one flick at the ball. The away team regains possession of the ball after that single clearance flick no matter what the result of that clearance is.
- The home team kicks off the first half while the away team kicks off the second half.